



This document provides an introduction to Chapter 4 of the game.

The Reaper's Line of Sight

Medusa has recruited all sorts of nasty creatures for her Underworld Army, including fiends Pit previously faced in the days of the Nintendo Entertainment System. Reapers and Eggplant Wizards return – alongside powerful new enemies and devious traps as Pits enters the Reaper Fortress.





Reaper



Armed with giant scythes to reap the souls of their victims, Reapers serve as lookouts for the Underworld Army.



If there is no direct need to fight them, it's best to stay out of these fearsome foes' sights...



When they spot an enemy, they let out a piercing scream that summons their feisty servants, the Reapettes.



Eggplant Wizard



This troublesome enemy slings aubergines at his target with wild abandon. When Pit's hit, he will be turned into one of these, too!



Once you've been transformed, you cannot attack at all.

In the NES version, a nurse would heal you, but this time, Palutena will use her powers to heal you after a while.

Great Reaper

The boss of all Reapers can change its form from the normal Reaper state to the huge form shown here.

It lashes out with an over-sized scythe and if the beam that shoots from its eyes catches Pit, Reapettes will be summoned for a combined parent & child attack!



Hot Spring



The healing power of hot springs makes them the perfect place for battle-weary angels to catch their breath. Just make sure to stay clear of the poisonous ones...

Grind Rail



A nifty gift from Lady Palutena, grind rails let Pit hop on and grind along automatically. Sometimes he'll need to hit targets along the way in order to extend the rail and travel further.

Traps



The Reaper Fortress is littered with traps attempting to lure Pit into an untimely demise. Guillotines, scythes and spikes abound to keep the warrior angel on his toes at all times!